

Don't Wake Daddy® GAME



WARNING:

CHOKING HAZARD-Small parts.
Not for children under 3 years.

For 2 to 4 players / Ages 4 and up

Rules © 1992 Parker Brothers, Division of Tonka Corporation,
Beverly, MA 01915. Printed in U.S.A.

OBJECT

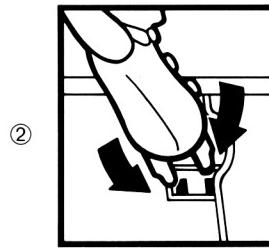
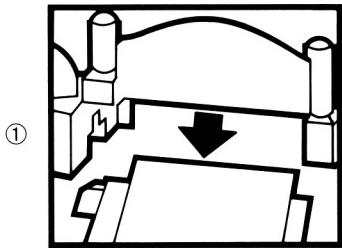
To be the first player to tiptoe from your bed, past all the noisy obstacles, to the refrigerator for a midnight snack — without waking Daddy.

EQUIPMENT

DON'T WAKE DADDY™ Game Board • 3-part Bed: Bed, Headboard and Daddy • Daddy's Nightcap • Deck of 24 Cards • 4 Movers • Mover Bases • Spinner • Consumer-applied Labels

ASSEMBLY: See package bottom for picture of completed assembly.

- Apply the pressure-sensitive labels:
 - * DON'T WAKE DADDY name on the bed's footboard
 - * Drawer and shelf on the night table
 - * Clock face on the alarm clock
 - * Blanket and pillow-and-sheet on bed
- Insert the headboard into the frame of the bed. (See ①)
- Snap Daddy into the bed by inserting the back "prong" first, then snapping in the front one. (See ②)



SETUP

- Put Daddy's bed in the middle of the game board, and put his nightcap on his head. Now put him to sleep by pressing him down flat in bed.
- Each player selects a different colored mover* and puts it in the matching colored bed at the start of the track.

***NOTE:** If you would rather have all girl movers or all boy movers, you may use any of the extra movers provided in the deck of cards. Use both of the same-colored rectangular cards (so they'll fit into the base snugly) and be sure each player has a different colored mover! Put any leftover movers aside, out of play.

- Remove any extra movers from the card deck and shuffle the remaining 16 picture cards. Deal them face up so each player has the same number of cards. **Note:** In a three-player game, put the one extra picture card aside, out of play; because no player has this picture card, everybody will be safe if they land on the space with that picture!

GAMEPLAY

- The youngest player goes first, and play passes to the left.

On your turn:

① Spin the spinner. If you spin:

- **A color:** Move your character to the first unoccupied space of that color.
- **The purple star:** Move your character from wherever it is on the track to the space right in front of the leader! If you're already the leader, spin again. **Note:** If there are no other players on the track, move to the very first space on the track.

② If you land on:

- **A plain colored space without a picture and number:** You're safe!
- **A space with a picture and number:** Uh-oh, Clumsy, you could be in trouble! If you have a card in your hand that matches the space you landed on, you're safe, and your turn ends; keep the card.

But if you don't have a card that matches the space, you must push the button on the Alarm Clock the number of times indicated on the space. If you wake Daddy — and make him pop up in bed — you must do two things:

- 1) Collect the matching card from the player who has it (so if you land on that nasty spot again, you'll be safe!) **and**
- 2) Go all the way back to your own bed at the start of the track!
(Remember, if you spin the purple star, you'll jump to the front!)

If Daddy sleeps through the alarm, stay on that space until your next turn.

THE RAINBOW REFRIGERATOR SPACE and WINNING

When you're near the end of the track, if you spin a color and there are no more track spaces left of that color, you move onto the rainbow — because it has all the colors in it!

The first player to land on the Rainbow Refrigerator wins. Don't eat too much!

0455-I R1



We will be happy to hear your questions or comments about this game.
Write to: Consumer Relations, Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

Don't Wake Daddy
Proof of Purchase